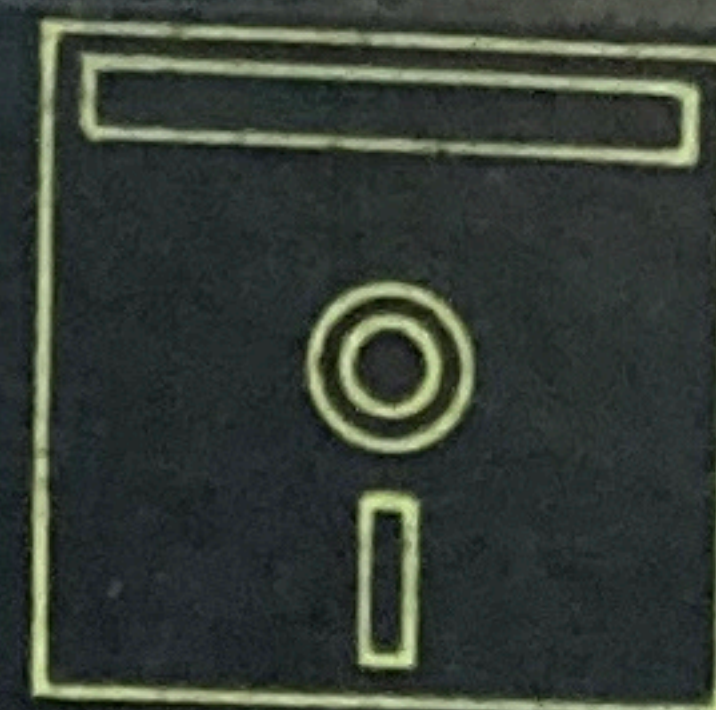


I N T E R A C T I V E S I M U L A T I O N S

LUNAR EXPLORER



Software for
the Apple II, II+,
IIe, IIc

A Space Flight Simulator



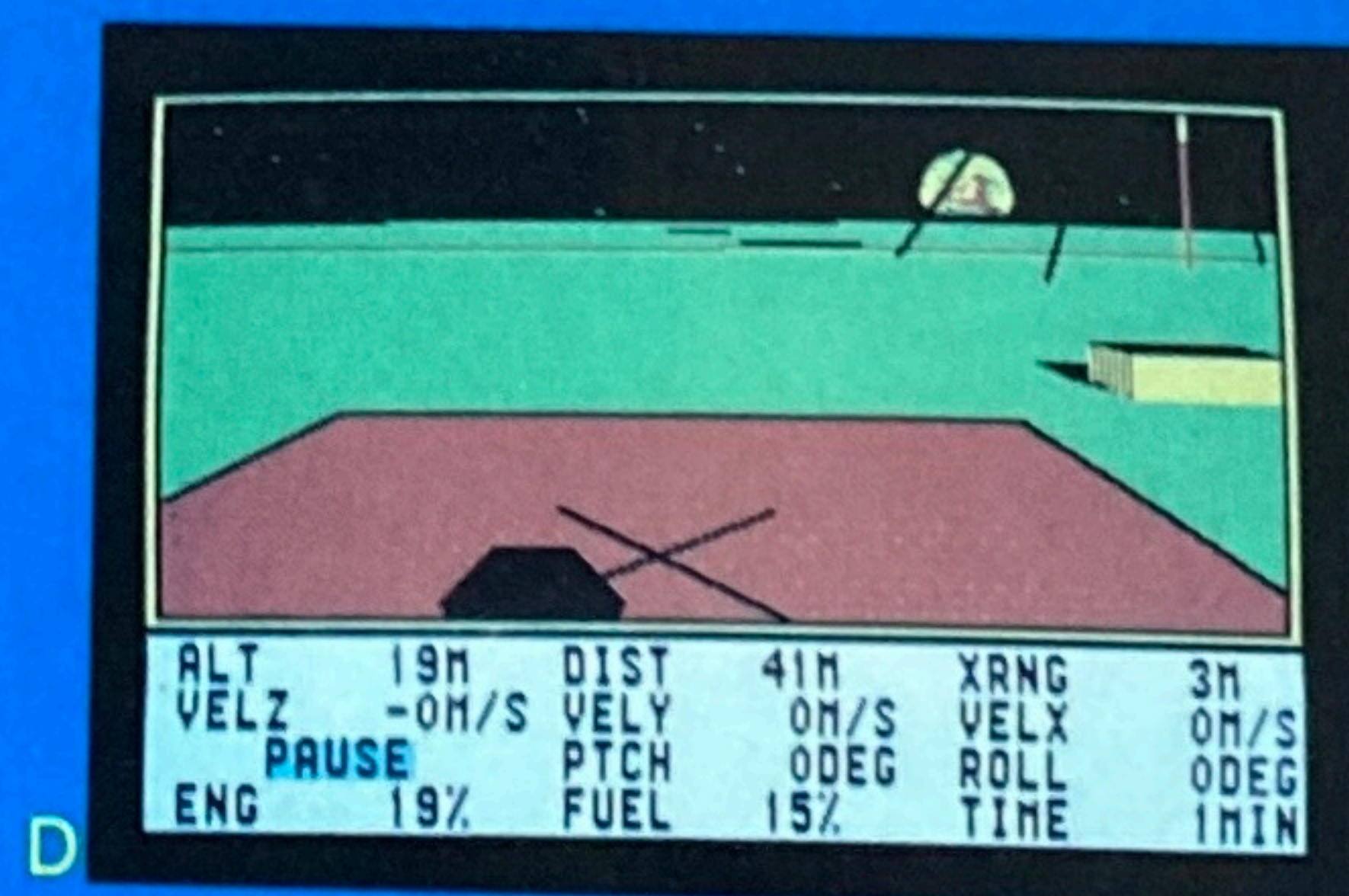
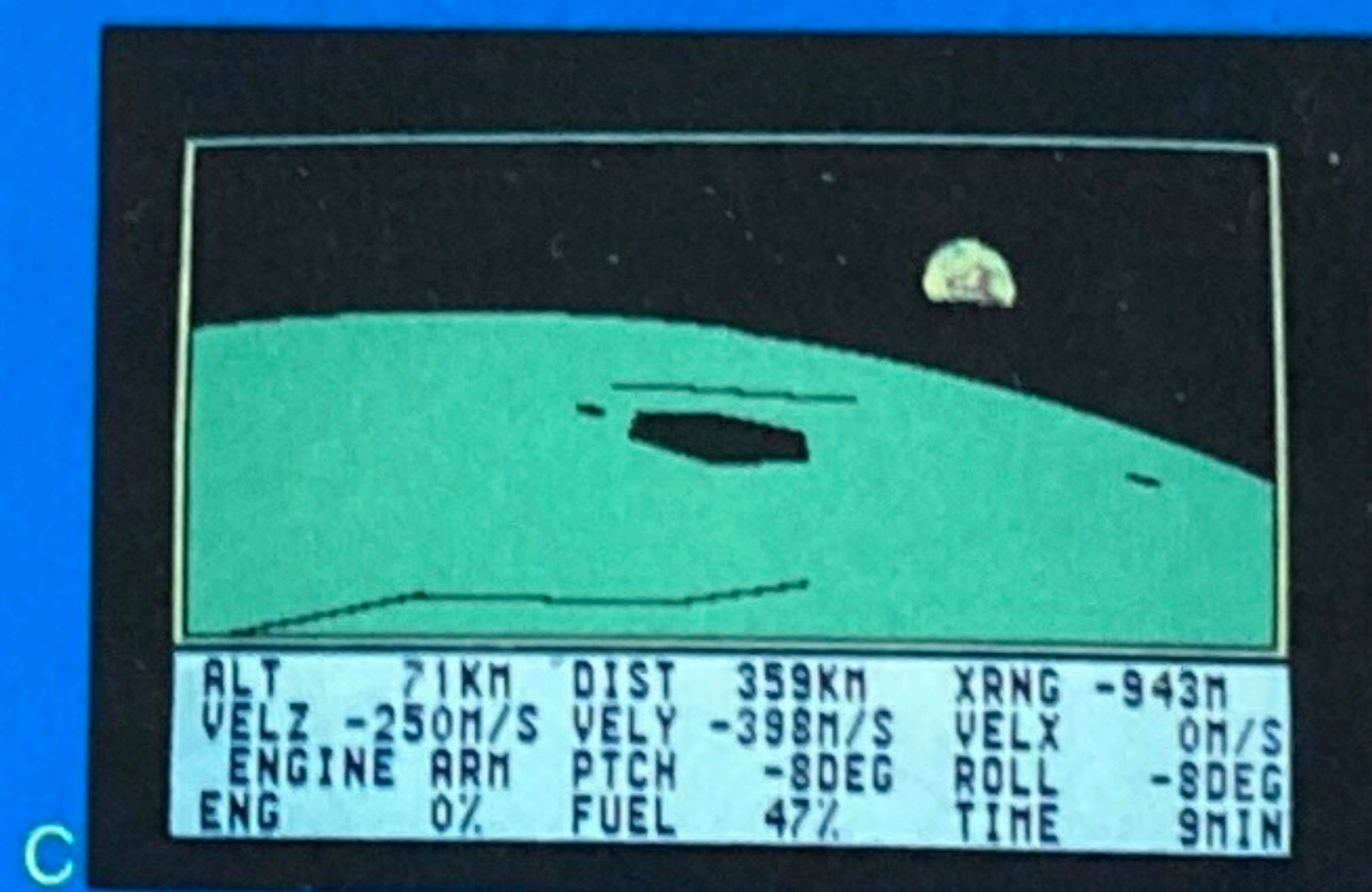
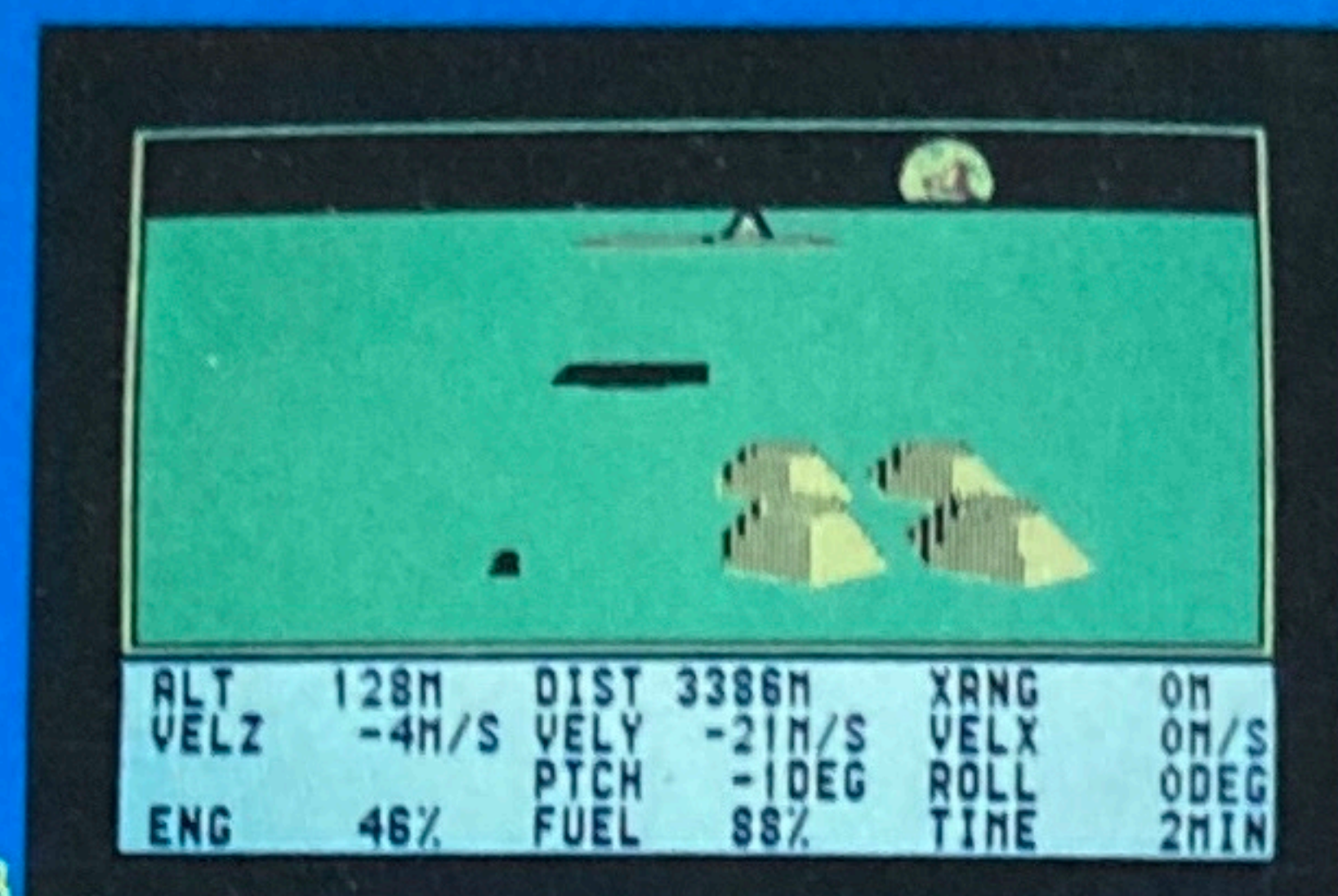
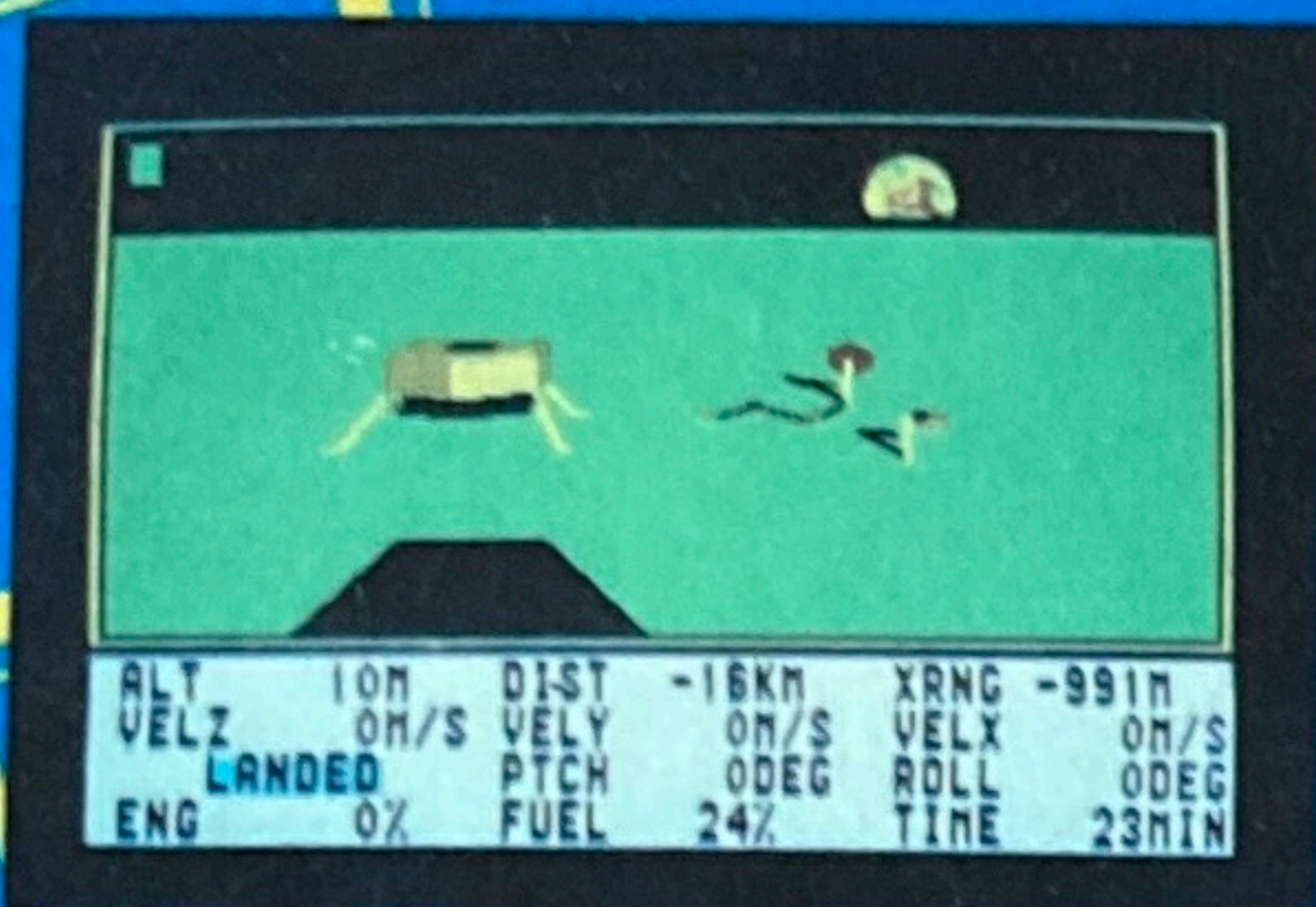
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LUNAR EXPLORER

A Space Flight Simulator



Screen photos from IBM version

- The Apollo II landing site lies just beyond Tranquility Base.
- Hover above the Base and get a bird's eye view of the mining facility.
- Achieve lunar orbit and observe landmarks from high above the Moon's surface. Then...
- Drop down to an altitude of 19 meters and fly over Tranquility Base.
- Locate lunar ore canisters, load them, and return...before you run out of fuel.

Lunar Explorer is a real-time simulation of lunar flight from orbit to Moon landing from the pilot's point of view. Fast reflexes, split second timing, and a thorough knowledge of the laws of gravity and motion are all that stand between your fragile craft and the hazardous lunar terrain. Explore the Moon; investigate rilles and craters. Marvel at constellations and the Earth rising above the Moon's horizon.

Join the Space Colonization Project and become part of the future.

Apple version requires 48K, one 16-sector disk drive. IBM & compatibles version requires 128K, color graphics card, one disk drive

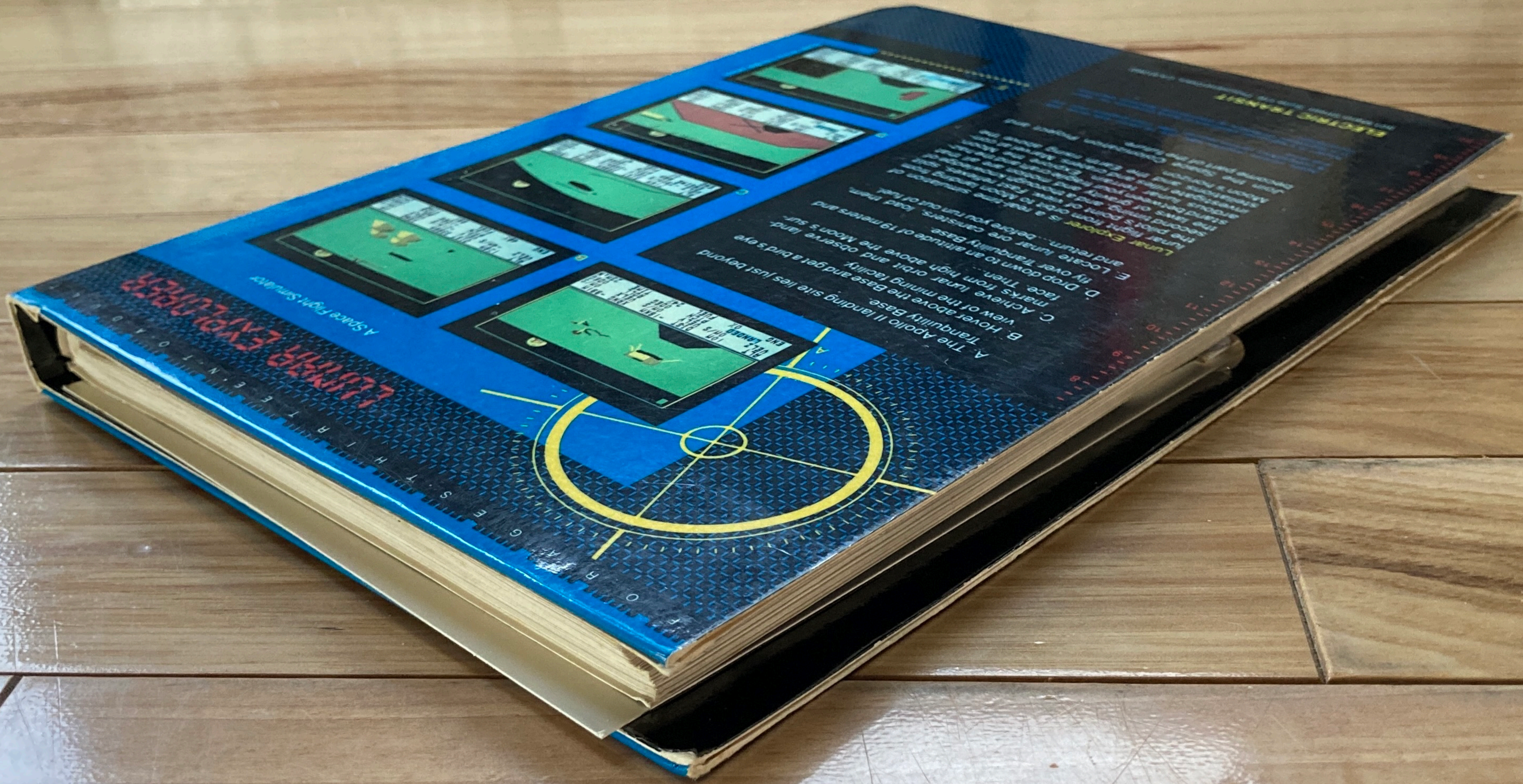
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ELECTRIC TRANSIT

501 Marin Street, Suite 116, Thousand Oaks, CA 91360







- A.** The Apollo II landing site lies just beyond the Tranquility Base.
- B.** Hover above the Base and get a bird's eye view of the mining facility.
- C.** Achieve lunar orbit and observe land-marks from high orbit.
- D.** Drop down to an altitude of 19 meters and fly over Tranquility Base.
- E.** Locate lunar ore canisters. Load them, and return... before you run out of fuel.

Lunar Explorer is a real-time simulation of the Apollo II mission. From the moment the lunar module lands on the Moon's surface, you are in command. You must navigate the lunar module through the lunar surface, avoiding obstacles and hazards, and return to the Earth before you run out of fuel. The game is a real-time simulation of the Apollo II mission. From the moment the lunar module lands on the Moon's surface, you are in command. You must navigate the lunar module through the lunar surface, avoiding obstacles and hazards, and return to the Earth before you run out of fuel.



SCORE c/p
DEMO MODE
PAUSE
LANDED
HIGH RATE
HEIGHT LIMIT
ENGINE ARM
ORANGE flashing
VIOLET steady
VIOLET flashing
ORANGE flashing
BLUE steady
BLUE flashing

22 August 2046
To: Colonization P
From: Director, Sele

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LUNAR EXPLORER

APPLE

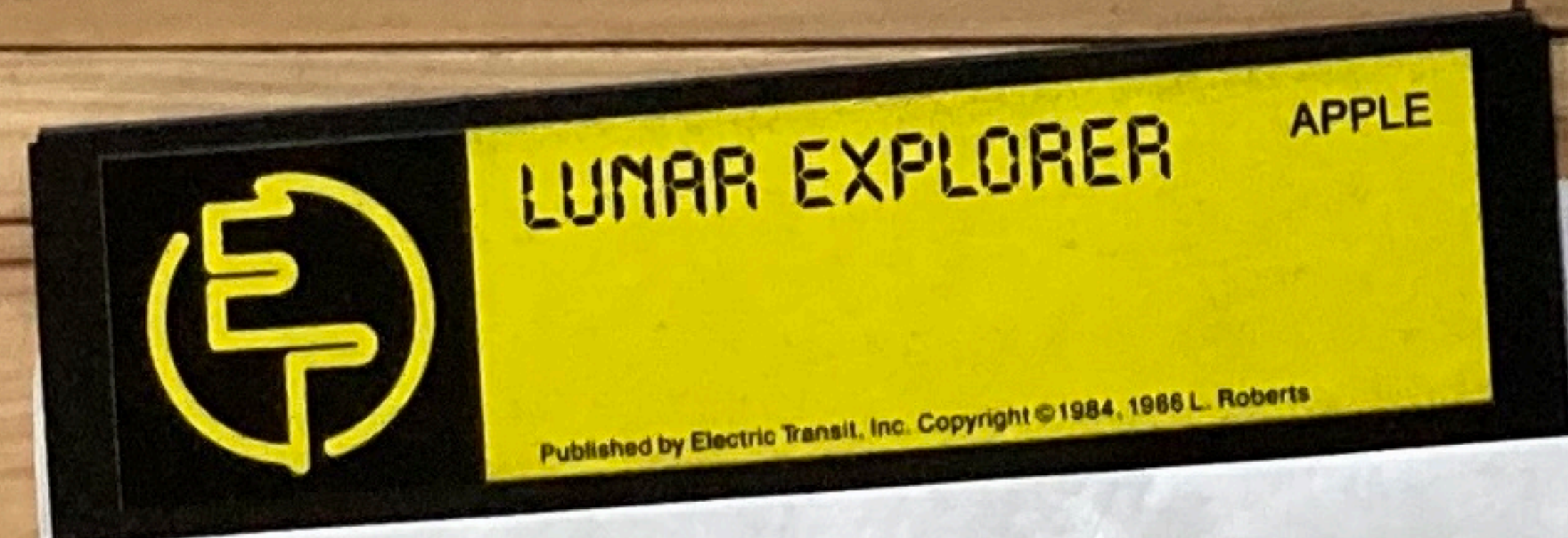
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LUNAR EXPLORER

A Space Flight Simulator



ELECTRIC TRANSIT



Department of Space Colonization
Lunar Mining Division
19th Street & Pennsylvania Avenue
Washington, D C 20402

22 August 2046

To: Colonization Project Candidates
From: Director, Selection Committee

After careful consideration of all candidate qualifications and performance scores, the Department of Space Colonization, Lunar Mining Division is pleased to accept you into Training Group A for Lunar Landing Vehicle Pilots.

Report to the Cape Canaveral, Florida HLLV launch site no later than 06:00 GMT on 5 September 2046. Launch time is 08:00 GMT.

Personal effects are restricted to 75 lbs. per person. Baggage that exceeds this limit will be stored for retrieval on your return to Earth. Please bring the following properly completed and notarized documentation:

Health and Vaccination Certificate
Academy Test Transcript
Birth Certificate
Government Clearances and/or Sensitive Information Ranking
Liability Release Form
Notarized Statement of Intent

You will receive a detailed itinerary at First Orientation for your training group.

Congratulations and welcome to the Space Colonization Project.

Sincerely,

Michael E. Brighton

Michael E. Brighton
Commander
Space Colonization Project

CRAFT CONTROL SUMMARY

APPLE Insert the *Lunar Explorer* disk in your disk drive and turn on your computer and monitor. The title page and the cockpit menu appear. Press **[K]** for keyboard controls, or **[J]** for joystick controls.

IBM Insert your DOS disk in Drive A and turn on your computer and monitor. Enter the date and time when the prompts appear. When you see A>, insert the *Lunar Explorer* disk in Drive A, type **EXPLORER** and press **[ENTER]**.

It is not necessary to select keyboard or joystick. Control mode is automatically recognized by the program. If the cockpit screen is off-center, use **[SPACEBAR]** to move the picture right and **[BACKSPACE]** to move the picture left until the cockpit is centered on your screen.

At the cockpit menu, select the starting position for your flight:

[D] demonstration
[G] ground (Exercises 1, 2, 3, 7, 8)
[A] approach (Exercises 4, 5)
[O] lunar orbit (Exercise 6)
[C] cargo run game

KEYBOARD CONTROLS

Vehicle Rotation Controls

//, //+	//e, //c	IBM	
[I]	[I]	- PTCH	pitch forward; window down
[M]	[I]	+ PTCH	pitch back; window up
[J]	[←]	- ROLL	bank left
[K]	[→]	+ ROLL	bank right

Engine Thrust Controls

Apple	IBM	
[0]	*	sets increment of change in thrust at 10%
[2]	*	sets increment of change in thrust at 2%
[+] †	[+] †	increases thrust
[-]	[-]	decreases thrust

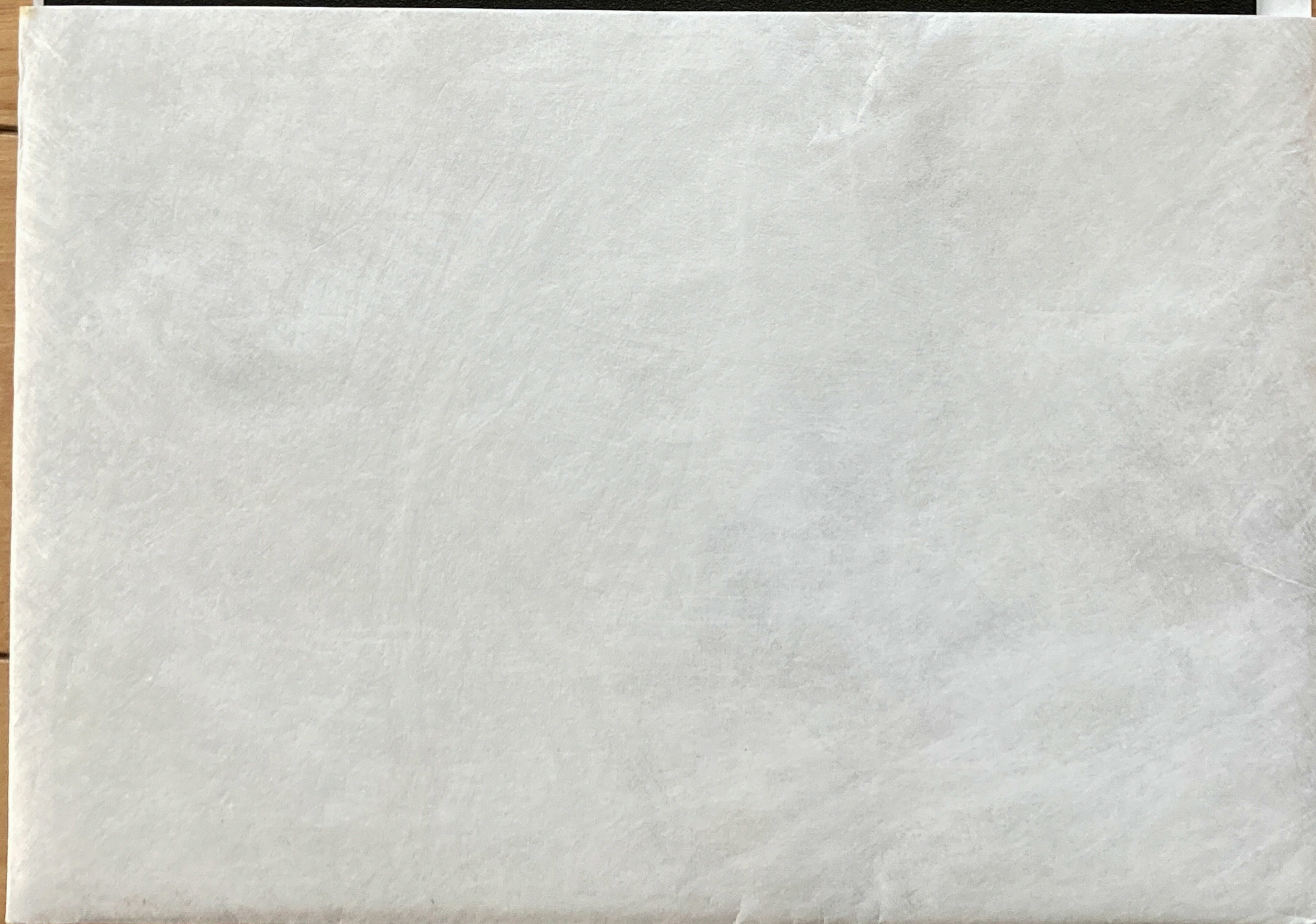
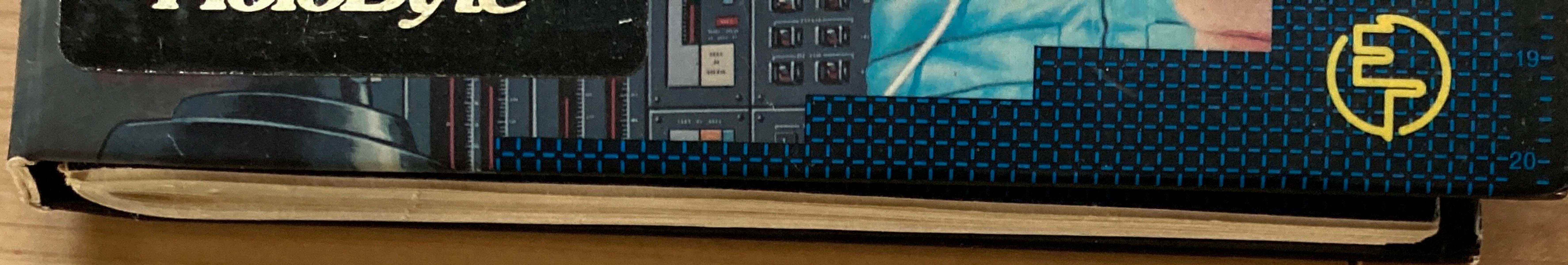
* IBM engine thrust increment is always 1%
† It is not necessary to press **[SHIFT]**

Additional Controls

Apple/IBM
[R] refuel. Engine must be shut down; craft must be within 500 m of center of landing pad. Also unloads ore canisters in cargo run mission
[E] arm engine (if fuel is onboard) at 10% thrust. If engine is already armed, pressing **[E]** shuts down engine
[ESC] return to cockpit menu. May be used at any time
[SPACEBAR] pause flight. To resume flight press any LLV control key
[D] radar display. Toggles on and off
[L] loads ore canisters

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LUMPP
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A Space Flight Simulator

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